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Graphics Principles 1

18 October 2015

**An Analysis of the Experience & visual perception in Graphic Design Principles I**

Arriving here in City Tech as a new student, I’ve grown to like graphic designing after having taught myself how to work with graphic arts; because of the vast amount of knowledge you can take in from graphic design. I was just thinking of all the things I could learn from art on the computer. Many varieties of ways to hone my skills in a different form of art. I was leaning more towards computers because graphic design was basically art and designing on computers. In my mind I was wondering before entering my first day of class, “What programs are we going to use?” Thinking about the programs that we might be using such as Manga Studio, Photoshop, Illustrator, and many other ones.

When I first went into the classroom of my Graphics Principles I class, I was expecting to work on computers. But caught by surprise being told that I was going to be working on shapes on a piece of paper. Completely being the opposite of what I was intending to learn. I thought that we would be working on computers drawing with a stylus and tablet. But I was wrong about that. After the first day I thought to myself, “I am always up to take challenges, so why not?” And so I took the challenge of measuring and drawing different shapes on paper.

We learned many things about the achromatic projects we had to do. Things such as measuring correctly on a piece of paper then inking and making the shape black. Starting with shapes then moving on to repeating the shapes once. And as we moved on we started to work on patterns. After that we started to try to draw a shape in a way so that it would look 3D by slightly bending the sides inwards.

Taking the achromatic projects to a whole nother level, we were asked to make a value scale using the colors grey and black. From lightest to darkest by adding some black after each rectangle that was painted. Before doing the value scale we had to put in the correct measurements and line out where we were to paint.

We started working on chroma recently. Indeed it was a challenge playing around with colors and layering them. When it comes to using the gouache we needed to learn that too much water isn’t good ending up with a work that has wrinkles on it. And too much paint will lead to dry strokes. So we had to play around with the amount of water we added on the paint to keep a smooth consistency that won’t dry too quickly and at the same time give us time to finish putting on the gouache paint.

And now we are working on colors. Using Designer's Gouache to color in shapes and as we are doing this we learn to have a feel for the tones and colors. Seeking which tone of color fits better with each other. Having to work with warm and cool colors, bright and dark. We also had a chance to mix colors and make our own colors by using colors given to us from the gouache.